

**ABSTRACT OF THE DISCLOSURE**

A method and system for implicitly resolving pointing ambiguities in human-computer interaction by implicitly analyzing user movements of a pointer toward a user targeted object located in an ambiguous multiple object domain and predicting the user targeted object, using

5 different categories of heuristic (statically and/or dynamically learned) measures, such as (i) implicit user pointing gesture measures, (ii) application context, and (iii) number of computer suggestions of each predicted user targeted object. Featured are user pointing gesture measures of (1) speed-accuracy tradeoff, referred to as total movement time (TMT), and, amount of fine tuning (AFT) or tail-length (TL), and, (2) exact pointer position. A particular

10 application context heuristic measure used is referred to as containment hierarchy. The invention is widely applicable to resolving a variety of different types of pointing ambiguities such as composite object types of pointing ambiguities, involving different types of pointing devices, and which are widely applicable to essentially any type of software and/or hardware methodology involving using a pointer, such as in computer aided design (CAD), object based

15 graphical editing, and text editing.